ANIMALIA DREAMLAND

INSTRUCTION MANUAL

Thank you for selecting the **Animalia Dreamland** Game Pak for your Nintendo Entertainment System®

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ANIMALIA DREAMLAND
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Precautions

1. Turn off the power when inserting or removing the Game Pak.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

This game has been programmed to take advantage of the full screen. Some older model televisions have rounded screens and may block out a portion of the image.

Story

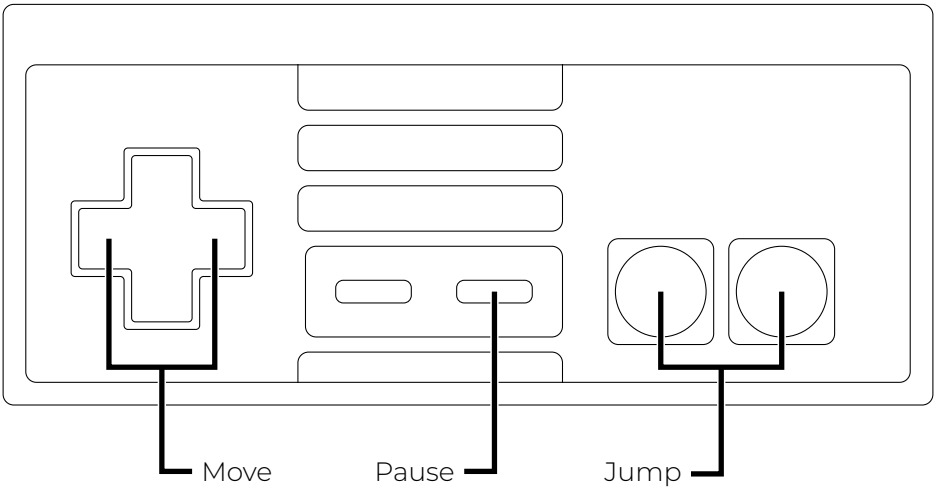
After a long hard day you toss and turn in bed wishing for sleep. Time drags on, and after what feels like hours your wish is granted. Sleep falls over you. And it is a deep, heavy sleep. Your alarm clock rings, but you lie unroused.

Instead of waking up to face the new day, you find yourself trapped. Trapped in a dream and unable to awaken. Your body is smaller than you're used to. You're a hamster? Or maybe a bird? Look around! The world around you is unusual.

The season has no connection to any reality: one moment there is a summer sun shining overhead, and the next it is a harsh frozen winter. Sometimes gravity is so weak that you'll find yourself floating away, while other times you may find you can barely leave the ground. How is your strength? Are you leaping high into the sky?

Discover how the universe behaves and use your abilities to collect all of the crystal shards, or you may never reawaken!

Controls



Special tip: hold the Jump button to fall more slowly!

Getting Started

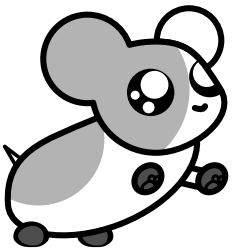
Use ▲ and ▼ to select a mode:

- **Three Dreams**
  Three random levels.
- **Full World**
  Clear the entire game!

Press Select to toggle **Lucid Mode**, indicated by a cursor in the box on the title screen. Here you can use the control pad to select the height (▲ and ▼) and distance (◄ and ►) of your jumps. In **Normal Mode** these are rolled randomly each time you enter a level!

Press Ⓐ, Ⓑ, or the Start button to begin the game.

Animals



Hamster

A perfectly average little fluffball. The hamster loves to scamper around and can jump pretty high, but falls flat like a pancake!

Bird

A feathered flier. The bird shows off by flapping high up into the sky and gliding gracefully back down. Hold B to glide and tap A to flap for a comfy flight!

Completing the Game

Each level holds four crystal shards. You'll need to collect all of them if you want to wake back up! Some of them are placed perilously over pits. Think wisely about when you collect them!

Be careful! If you fall out the bottom of the screen, you'll plummet to your doom! In **Three Dreams** mode this is the end of the game, but in **Full World** mode you'll just restart the current level.

Once you've collected every shard in each of your levels, you win!